

RSV

spell

Deut. 18:9-14 - "When you come into the land which the Lord your God gives you, you shall not learn to follow the abominable practices of those nations. There shall not be found among you any one who burns his son or his daughter as an offering, any one who practices divination, a soothsayer, or an augur, or a sorcerer, or a charmer, or a medium, or a wizard, or a necromancer. For whoever does these things is an abomination to the Lord; and because of these abominable practices the Lord your God is driving them out before you. You shall be blameless before the Lord your God. For these nations, which you are about to dispossess, give heed to soothsayers and to diviners; but as for you, the Lord your God has not allowed you so to do."

100% accuracy

Deut. 18:20-22 - 'But the prophet who presumes to speak a word in my name which I have not commanded him to speak, or who speaks in the name of other gods, that prophet shall die'. And if you say in your heart, 'How may we know the word which the Lord has not spoken?' - when a prophet speaks in the name of the Lord, if the word does not come to pass or come true, that is a word which the Lord has not spoken; the prophet has spoken it presumptuously, you need not be afraid of him.

Lev. 19:26b - "You shall not practice augury or witchcraft."

Lev. 19:31 - "Do not turn to mediums or wizards; do not seek them out to be defiled by them: I am the Lord your God."

Lev. 20:6,7 - "If a person turns to mediums and wizards, playing the harlot after them, I will set my face against that person, and will cut him off from among his people. Consecrate yourselves therefore, and be holy; for I am the Lord your God."

Lev. 20:27 - "A man or a woman who is a medium or a wizard shall be put to death; they shall be stoned with stones, their blood shall be upon them."

OTHER REFERENCES -

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|---------------------------|--------------|-------------|
| Isa. 8:19 | 2 Kings 21:6 | Mal. 3:5 |
| Astrology - Isa. 47:13-15 | Jer. 10:1-3a | |
| Magicians - Dan. 4:7 | Gen. 41:8 | Ex. 7:10-12 |
| Witchcraft - Ex. 22:18 | Hab. 2:18-20 | |
| Necromancy - Isa. 8:19 | Deut. 26:14 | |

ALCHEMY - Ancient art of analysis and prediction through the basic elements of the universe - fire, earth, air and water.

AMULET - An ornament with a magic spell or inscribed as a sign. Often worn around the neck or on the wrist in hopes of warding off evil, or to help its wearer.

ANKH - Looks like a cross with a ring shape at its top. Used in satanic rites. Dangerous to keep.

ASTRAL PROJECTION - The practice of traveling by spirit apart from the body.

AUGURY - The practice of divination.

BEWITCH - To spiritually influence by witchcraft through the casting of a spell

BLACK MAGIC - Witchcraft. Sometimes called Black Art. Used for selfish and evil purposes against a person.

BLACK MASS - A religious ritual of Satan worship.

CABALA - 1. An occult religious philosophy developed by certain Jewish rabbis, based on a mystical interpretation of the Scriptures. 2. occultism; mystical or secret doctrine. (Also, the "hidden wisdom" claimed to have been given to Abraham by God and handed down over generations. Its basic concept involves the theory of the soul's descent and ascent through ten "spheres" to ultimate union with God.

CHARM - An act or spell having magic power, or something worn by a person to bring good luck, or to ward off evil.

CLAIRVOYANCE - The ability to spiritually discern things through spirits that are not yet discerned by the human senses.

CONJURE - To summon a spirit, often by incantation.

COVEN - An assembly of (thirteen) witches.

CURSE - To call death, injury, or calamity upon a person in response to spirit invocation.

CRYSTAL GAZER - A spiritualist who uses a crystal ball to look into the future.

DEMON - A disembodied evil spirit under the leadership of Satan.

DIVINATION - The practice of seeking to foretell the future and discover hidden knowledge by occult methods.

EXORCISM - Spiritual methods used to drive away or cast out an evil spirit.

EXTRASENSORY PERCEPTION (ESP) - Communication between two persons without the use of the natural senses.

FETISH - An object regarded as magical or sacred; for use in avoiding evil and attracting good for the owner.

FORTUNE TELLER - One who tells future events, usually for others through spiritualistic means such as cards, tea leaves, palmistry, or crystal ball.

physical object needed

HEX - To effect by an evil spell; or the sign used to influence evil spirits.

HOROSCOPE - A chart showing position of planets and stars with their signs of the zodiac; used by astrologers to foretell events of a person's life and give guidance.

INCANTATION - Use of spells or verbal charms spoken or sung as part of a magic occult ritual.

KARMA - The net spiritual sum of all good and bad acts and works from each person's prior lives. Reincarnationists try to explain this as the reason for the quality or status awarded each person in this present life. They believe the Karma varies continually with the good and bad things one does in this present life.

LEVITATION - The practice of floating bodily by an evil spirit's power.

MAGIC - The general term for any of the supposed arts of producing marvelous effects by supernatural or occult power and is figuratively applied to any extraordinary, seemingly inexplicable power; sorcery implies magic in which spells are cast or charms are used, usually for a harmful or sinister purpose; witchcraft (of women) and wizardry (of men) imply the possession of supernatural power by contact with evil spirits, witchcraft figuratively suggesting the use of womanly wiles, and wizardry, remarkable skill, cleverness, (see Alchemy). (Not to be confused with sleight-of-hand tricks.)

MANTRIC - Having powers of divination; prophetic.

MEDIUM - A person who acts as a means of communication between this world and a "guide" in the spirit world. They believe that they have the ability to talk to and call up the dead.

NECROMANCY - Conjuring spirits of the dead for the purpose of revealing the future or influencing present events.

NIRVANA - The sea of nothingness, which is the ultimate goal of the reincarnationists.

OCCULT - (L. - to conceal) - 1. hidden; concealed. 2. secret; esoteric (intended for or understood by only a chosen few. 3. beyond human understanding (the spiritual, unseen world).

OUIJA BOARD - A flat wooden surface with the alphabet and other signs, used to obtain spiritualistic messages about the future or other hidden knowledge. The pointer is moved by evil spirits.

PALMISTRY - Reading a person's character or future by studying the lines in the palm of the hand.

PARAPSYCHOLOGY - The study that investigates the psychological aspect of supernatural phenomena such as telepathy, clairvoyance, apparitions, and so forth.

PHRENOLOGY - Reading a person's character or future by the conformation of his skull.

POLTERGEIST - A mischievous ghost who is said to be responsible for strange noises such as rappings, knockings, or the movement of objects.

PRECOGNITION - Knowledge about an event not yet experienced by means beyond the physical senses.

PREMONITION - Uneasy anticipation of an event without any conscious means of knowing why.

PRESENTIMENT - A feeling that some specific evil is going to happen in the future.

PSI - Symbol for the transcendent aspect of human personality. From letter of the Greek word psyche (soul).

PSYCHIC - A person who is sensitive to non-physical forces and their significance in the material world.

PSYCHIC PHENOMENA - Events that cannot be explained by natural reference, hence are attributed to non-physical or spiritual forces.

SATANISM - Devil worship, frequently involving a travesty of Christian rites. Prayer to the devil, black masses, and so forth.

SEANCE - A group gathered to communicate with spirits. Medium presides at a seance.

SOOTHSAYING - The act of foretelling future events.

SORCERY - The use of power obtained through help of evil spirits. Divination or necromancy.

SPELL - A spoken word or pattern of words with magic power.

SPIRIT GUIDE - In spiritualism, an evil spirit assigned to aid the medium or seeker.

SPIRITISM OR SPIRITUALISM - The belief that departed spirits commune with living people, usually through a medium but sometimes through other psychic phenomena.

TAROT CARDS - A set of twenty-two picture playing cards used in fortune telling.

Jehovah's Witnesses - A mixture of Russell-Rutherford-Knorr theology. Have manipulated Scripture and printed their own version of the Bible. Rejects the atonement. Tends to reject Scripture that is contrary to human reason. Jesus is not the only way to God the Father. No member considers himself as a lost sinner in need of a supernatural savior. Believe feverish witnessing and martyrdom essential to their eternal status. Believe they will be the 144,000. Do not regard Jesus as God's only Son.

HARE KRISHNAISM - A far eastern philosophy. Whole key of Krishna Consciousness is spiritual pleasure. The way to Krishna Consciousness salvation is chanting your way to heaven. They believe by their chanting they are bringing world unification and peace. Seek to turn off the whole material world by filling their minds with Krishna Consciousness. Krishna said, "I am the source of everything. From me the entire creation flows. Knowing this the wise worship me with all their hearts." This is a deception. A grossly false conception of God. Extreme estheticism.

MOHAMMEDANISM - A mixture of Mohammed, Judaism, and Christianity. There is no god but Allah and Mohammed was his chief prophet. Its sacred book, the Koran, denies the Biblical promise and command of God that although a great nation would be made of Ishmael that the land should descend through Isaac. (Arabs and Jews are still battling that case!) Believe that Jesus was only an historic good teacher and a prophet but of lesser degree than Mohammed.

MORAL REARMAMENT - Feels it has human solution to world's problems. This system has four absolutes-honesty, purity, love and self-sacrifice-by which it wants to change the thinking of nations by changing individual lives. Make the man good and the world will be good. No reference to the saving blood of Jesus Christ. Lofty sounding. Humanistic.

MORMONISM - Of this cult Van Baalan says: "it identifies the kingdom of God with a here-and-now social utopia and...it fosters the essentially pagan idea that salvation is by works rather than of grace" (P. 190). In violation of God's warning they have added their own books to God's Bible. Believe they will become gods; that Jesus isn't the only way to salvation. A very complex doctrine built on a visitation by "angel" Moroni.

PANTHEISM - The worship of all gods. Believe nature as being God's habitation. Holds that a self-existent and self-developing universe taken as a whole is God.

PSYCHICAL RESEARCH - The study of supernatural things that indicate that mind and matter have powers beyond those which are presently known. (Russia is going all-out with state funds to study this: thought transference, and so forth.)

PSYCHO-CYBERNETICS - The process of programming the mind to accomplish whatever you want to accomplish. Systematic power of positive thinking. Soulless, not spiritual. Can be dangerous.

REINCARNATION - Origin in eastern religions. Doctrine that one repeatedly dies and then returns to earth in another body for another life. The residue of bad called Karma is worked off through all these lifetimes and one becomes more and more perfect. Life and death are a cycle until nothingness is achieved. Clashes utterly with God's Word.

RELIGIOUS SCIENCE - A mental science, metaphysical religion. Denies Jesus as Lord and value of His shed blood.

ROSIKRUICIANISM - Resembles theosophy and, in some phases, spiritism. Believes every world, as well as every man, passes through periods of rebirth: the Saturn period, as well as the sun, moon, Earth, Jupiter, Venus, and Vulcan periods. Finally God, the divine Spirit, will absorb man, merging his spirit into God's, from whom it came, to emerge at the dawn of another great day. Jesus isn't Lord. Most unscriptural.

SCIENCE OF MIND - A belief that the mind is to man what God is to the universe. Ernest Holmes said: "We wish to discover what we believe in, why we believe in it, and why such a belief is reasonable....and so far as possible to enter into the nature of the invisible Cause of this manifest life of ours....The world is tired of mysteries, doesn't understand symbols, and longs for Reality. What is Reality? Where may it be found, and how used? These are some of the questions one should like to have answered." (Science of Mind (1950)). A metaphysical doctrine. Do not believe Jesus is the only way to eternal life.



MENTAL TELEPATHY - Communication from one mind to another without use of the ordinary physical channels of hearing, seeing, touching, and so forth.

TAIPESEM - Primarily Far East religionists who torture and abuse their bodies.

TRANCE - An unconscious or semi-conscious state of partially suspended animation, usually caused by spirit activity.

VOODOO - A religion derived from African ancestor worship involving spells, necromancy, and communication with animistic gods.

WARLOCK - A male witch-one who works black magic.

WHITE MAGIC - Witchcraft used supposedly for "good and unselfish" purposes.

WITCH - A woman who practices the black arts; one who has supernatural powers through evil spirits.

WITCHES' SABBATH - A midnight assembly of a coven of thirteen witches for performing rites.

WIZARD - A sorcerer.

ZODIAC - An imaginary belt of planets and constellations in an imaginary twelve "houses" which astrologists believe affect human experience. Represented by the astrological signs

ANIMISM - A religion believing inanimate objects and nature possess life and a soul, worshipping them as gods.

ASTROLOGY - A pseudo-science that studies the positioning of the stars in the belief they influence man's affairs. Astrology dates back to Babylon. Man was interested in the effect of the stars and planets upon himself long before he became concerned with their relation to one another (which is astronomy). Astrology is declared as an abomination to God.

BAHAISM - Eastern idea seeking to unite all major religions that have one god. Believe in reincarnation-universalism-evolution. Base of B'hai is rationalism. Science is taken as a base of revelation. Truth is universal, but not absolute. Evil is simply non-existent. An absence of good. Has some ten thousand local centers in over two hundred and fifty countries. Stresses "oneness" of mankind. Seems to have no "right or wrong." Denies Jesus as the Savior.

BUDDHISM - Developed from Hinduism. Goal is nirvana: a state of peace (nothingness) that may be reached through works. Denies Jesus' role. Big and it's growing bigger.

THE CHILDREN OF GOD - False "Jesus People" communal type cult. Deliberate use of filthy language. Rationalize by the Scripture "to the pure all things are pure." Made up of young militant anti-establishment types. Advocates youth leave parents. Dictatorial leadership.

CHRISTIAN SCIENCE - "One sacrifice, however great, is insufficient to pay for the debt of sin. The atonement requires constant self-immolation on the sinner's part. That God's wrath should be vented upon His beloved Son is divinely unnatural. Such a theory is man-made." (Mary Baker Eddy, Science and Health, 1910 ed, p. 23). A mental science departing from Jesus, the only begotten Son of God. Denies the Bible values of Christ's shed blood. Jesus is not the only way. A mental science approach that clashes with the Bible.

COMMUNISM - Not a religion per se, but a social theory that calls for abolition of private property and control by the state over all economic affairs. Atheistic, denying the very existence of God. Humanistic. The state becomes god. The well-being of the state justifies even the most evil means.

EXISTENTIALISM - A cult of nihilism and pessimism supposedly based on Nietzsche and Kierkegaard and popularized by Sartre in France. Promotes a "live-it-up-now" philosophy, for they believe that there is no hereafter.

HINDUISM - A mixture of Brahman Buddhism and other philosophies. Worships Brahma, the creator; Vishnu, the preserver; Siva, the destroyer. Goal is to be united to the Brahma, BUT man's soul must be reborn many times before becoming pure enough to do so. Employs transcendental meditation. Many of their so-called holy men become "spirit" possessed.

SCIENTOLOGY - Religious philosophy. Definition according to George Malko: "Knowing how to know." Claims a worldwide church membership of fifteen million. Is said to be captivating youth and even causing some to turn against parents and breaking up families. Believe that by means of "Dianetic Auditing" a devotee can have his reactive mind (that which is the source of all uncontrolled and unreasonable behavior) erased or cleared. This auditing process takes place between a "pre-clear" (one desiring help) and an auditor (one who is a "clear"). This series of steps is supposed to leave only the analytical part of the mind operating (that which permits them to make wise decisions and act rationally). L. Ron Hubbard, in his book on Fundamentals of Scientology, says "Scientology's most forceful contribution to knowledge of mankind in essence, has been the isolation, description, and handling of the human spirit...established along scientific rather than religious or humanitarian lines." An ex-devotee says it tends to make "an automaton" out of a person. Tends to egotism. Contrary to God's Word. Could be very dangerous.

SHINTOISM - The national religion of Japan. Means "the way of the gods." Teaches reverent loyalty to beloved places and traditional ways. Worships many gods, including emperor and national heroes of the past, as well as various national deities. Uses "god boxes" to house and feed spirits in the homes.

SPIRITUALISM - A religion based on communing with spirits.

THEOSOPHY - Based on claims of a mystic insight into the nature of God and the laws of the universe. Was originally a reaction against polytheism of India. Is remarkably evasive and silent on statements concerning God (Van Baalen, p. 178).

WITCHCRAFT - The practice of acts by witches or other practitioners who have been given powers by spirits. Some use their evil powers for gain and to punish.

ZOROASTRIANISM - The basis of the Parsi religion in India. Teaches practical living. Heavy stress on study and learning as way to self-salvation.

SEVEN PATTERNS OF THE CULTS

1. Denial of Jesus as Savior Jude 4
2. Denial that Jesus Christ came in the flesh 1 John 4:3
3. Denial of the Lord that redeemed them II Peter 2:1
4. Denial of the power of godliness II Tim. 3:1-5
5. Denial of sound doctrine and instead a substitution of fables II Tim. 4:3-4
6. Denial of the authority of the Word of God John 3:13; Jude 8; I Tim. 4:1-2
7. Usually favor human reasoning above God's revealed truth as set forth in the Bible.

